

AMENDMENTS TO THE CLAIMS

1-334. (Canceled)

335. (Previously presented) A method of extending the feel of a display screen to a housing that surrounds the display screen, the housing being separated into a plurality of independent illuminable zones, each of the zones having a light element that is disposed inside the housing in the area of the illuminable zone, said method comprising:

- associating regions of the display screen to particular illuminable zones;
- determining color indicators for a plurality of regions on the screen display that are associated with the illuminable zones; and
- illuminating the illuminable zones of the housing based on the color indicators of the regions associated therewith, the illumination being provided by light from the light element of the particular illuminable zone, the illumination colorizing the illuminable zone of the housing in conjunction with the color of the associated region of said extending the feel of said display screen.

336. (Previously presented) A method as recited in claim 335, the computing device is a general purpose computer.

337-341 (Cancelled)

342. (New) A method of controlling illumination in an environment of a visual display screen, comprising:

- providing an illumination source for producing illumination comprising a plurality of colors, wherein the illumination source comprises an array of LEDs;
- obtaining a signal related to content displayed on the display screen;
- providing a control system for controlling the illumination source, wherein the control system delivers a pulse-width modulated signal; and
- controlling the illumination source to illuminate the environment in coordination with the content displayed on the display screen.

343. (New) A method of claim 342, wherein the content comprises objects in a computer game.

344. (New) A method of claim 342, wherein the display screen has a housing and wherein the LEDs are disposed on the housing of the display screen.

345. (New) A method of claim 344, wherein the network is a wireless network.

346. (New) A method of claim 342, wherein obtaining the signal comprises obtaining code that is embedded in code for a computer game.

347. (New) A method of claim 342, wherein obtaining the signal comprises detecting a signal directly from the display screen.

348. (New) A method of claim 342, wherein obtaining the signal comprises obtaining a video signal through a video in port.

349. (New) A method of claim 342, further comprising using the control system to control the illumination source in relation to a game object in a game.

350. (New) A method of claim 349, wherein the control system controls the illumination source in coordination with disabling at least one function of the content displayed on the display screen.

351. (New) A method of claim 350, wherein the display screen is entirely disabled for a period of time in coordination with control of the illumination source.

352. (New) A method of claim 349, wherein the game object is an event and the illumination source is controlled to produce an effect that is related to the event.

353. (New) A method of claim 352, wherein the event is an explosion and the effect is a flash.

354. (New) A method of claim 352, wherein the event is a shot and the effect is a flash.

355. (New) A method of claim 352, wherein the event is success and the effect is a flash.

356. (New) A method of claim 352, wherein the event is approach of a threat and the effect is a color change.

357. (New) A method of claim 352, wherein the event is a change in a characteristic of the game object and the effect is a color change.

358. (New) A method of claim 352, wherein the event is movement and the effect is a wash of color.

359. (New) A method of claim 352, wherein the event is movement and the effect is movement of color.

360. (New) A method of claim 349, wherein the content is a game that provides a third person view and wherein the illumination source provides illumination that is an extension of the content displayed on the screen.

361. (New) A method of claim 349, wherein the illumination source is controlled in coordination with a non-game object selected from the group consisting of the time of day, the end of the work day, the beginning of the work day, the beginning of a lunch period, sunset, sunrise, and an environmental condition.

362. (New) A method of claim 349, further comprising controlling the illumination source to distract or deter the user of the content.

363. (New) A method of claim 342, further comprising providing a surface located in proximity to the display screen for receiving illumination from the illumination source.

364. (New) A method of claim 363, wherein the surface comprises an enclosure surrounding the display screen, a collapsible cabana, or a white surface.

365. (New) A method of claim 363, wherein the surface comprises a graphical element that is adapted to be illuminated by the illumination source.

366. (New) A method of claim 365, wherein altering the illumination from the illumination source creates an animation effect with the graphical element of the surface.

367. (New) A method of claim 363, wherein the surface comprises a textured surface.

368. (New) A method of claim 342, further comprising providing an audio system for producing sound that is related to the content.

369. (New) A method of claim 368, further comprising controlling the illumination source to illuminate the environment of the display screen in coordination with the sound produced by the audio system.

370. (New) A method of claim 368, wherein the audio system comprises speakers and the illumination source comprises a network of LEDs disposed in proximity to the speakers.

371. (New) A method of claim 370, wherein the LEDs are disposed on the speakers.

372. (New) A method of claim 342, wherein the display screen is a first display screen and the environment is a first environment, further comprising:

providing a second display screen in a second environment,

providing a second illumination source, and

controlling the first and second illumination sources to coordinate illumination of the first and second environments in conjunction with the content displayed on the first and second display screens.

373. (New) A method of claim 372, further comprising changing illumination in the second environment in coordination with content on the first display screen, wherein the first display screen and the second display screen display content for a multi-user computer game, and wherein illumination of the first environment and the second environment is coordinated in response to objects in the computer game.

374. (New) A method of claim 373, wherein an event on the first display screen causes an illumination change in the second environment.

375. (New) A method of claim 342, further comprising providing a mapping module for mapping a plurality of lights in the environment with a plurality of objects in the content.

376. (New) A method of claim 375, further comprising mapping the plurality of lights in a home, to a plurality of lights in a virtual environment depicted on the display.

377. (New) A method of claim 376, further comprising illuminating the lights in the home in coordination with the lights in the virtual environment.

378. (New) A method of claim 381, further comprising providing a collapsible cabana for surrounding the display screen.

379. (New) A method of claim 342, further comprising providing an indicator light disposed in proximity to the display screen.

380. (New) A method of claim 379, further comprising using the indicator light to indicate a condition.

381. (New) A method of claim 342, further comprising using data from the real world to influence at least one of an event, an object and an attribute in a virtual world in coordination with control of the illumination source.

382. (New) A method of providing illumination in coordination with display of content on a display screen, comprising:

- displaying computer game content on a the display screen;
- providing an illumination source for illuminating an environment that is related to the display screen, the illumination source adapted to generate a plurality of colors, wherein the illumination source comprises a plurality of light emitting diodes, wherein the light emitting diodes are disposed in a network configuration, and wherein the light emitting diodes are controlled by pulse width modulation; and

- coordinating the illumination source to illuminate the environment in relationship to the computer game content on the display screen in response to a signal obtained from a computer game.

383. (New) A method of claim 382, further comprising providing a surface in the environment of the display screen for accepting illumination from the illumination source.

384. (New) A method of claim 383, wherein the surface comprises an enclosure.

385. (New) A method of claim 384, wherein the enclosure is collapsible and portable.

386. (New) A method of claim 383, wherein the surface comprises elements suitable for interacting with the illumination from the illumination source.

387. (New) A method of claim 386, wherein the elements comprise graphical objects related to objects in the computer game.

388. (New) A method of claim 382, further comprising providing a mounting apparatus for the illumination source.

389. (New) A method of claim 388, wherein the mounting apparatus is collapsible.